Partmole Gatekeeper
1
2
1
1+
Demon / Dhees Empire
SGE
No.211
Partmole Gatekeeper adds 1 to its Attack if at least one target creature is on a Water field.
If no enemy creatures are on the board, add 1 to the Summoning Cost of an enemy creature summoned 1 or 2 fields in front of Partmole Gatekeeper.

Rageflame Spitter
1
1
2
1
Bug / None
SGE
No.212
Enemy creatures adjacent to Rageflame Spitter cannot be sacrificed.

Fire Witch's Familiar
2
1
2
1+
Demon / None
SGE
No.213
Magic Attack.
If the target is an enemy Biolith, Fire Witch's Familiar's Attack is equal to 1 plus the number of enemy Biolith creatures.

Crimson Mimic
2
1
2
0
Egg / None
SGE
No.214
Instead of an attack action, you may sacrifice Crimson Mimic and summon any non-Ultra Rare Fire creature (other than another Crimson Mimic) from your hand in its place at no Summoning Cost. The new creature may be placed in any orientation, but cannot attack in the turn it was summoned. This does not end your turn.

Lizard Shocktrooper
3
2
3
2
Lizard / Dhees Empire
SGE
No.215
Quickness.
Each time you declare an attack action with Lizard Shocktrooper, add 1 to its Attack and 1 to its Activation Cost to rotate.

Flame Lizard Barracks
3
2
4
1
Base / Dhees Empire
SGE
No.216
Fortress.
Each adjacent allied Lizard creature gains 1 additional attack action.
Instead of declaring an attack action, any allied creature may move to an empty field, facing any direction.
Destroy Flame Lizard Barracks if it is on a Water field.

Cai-Shae Brazier
3
3
1
0
Weapon / Cai-Shae
SGE
No.217
Perfect Dodge.
While Cai-Shae Brazier is on the board, any Biolith creature on a non-Biolith field subtracts 1 from its Attack.
Each time an allied creature is destroyed on a Fire field, you may choose another creature on the board and return it to its owner's hand by paying mana equal to its Summoning Cost plus 1.
No field can be fieldquoked or exchanged while a Sciondar Fire God is in your graveyard.

Flame Wyvern
4
3
4
1+
Dragon / Dhees Empire
SGE
No.218
Flame Wyvern's Attack is equal to 1 plus the number of other Fire creatures on the board.
While Flame Wyvern is on a Fire field, other allied creatures gain +1 Magic Protection.
While an allied Bone Drake is on the board, all allied creatures other than itself gain Dragon Invocation with no Summoning Cost.

Mourning Cenobite
4
2
3
2+
Human / Cult of Mourning
SGE
No.219
Magic Attack.
Mourning Cenobite adds 2 to his Attack half the time.
If Mourning Cenobite attacks from a Fire or Earth field, any damage he inflicts will reduce the target's Attack instead of HPs. If the target's Attack is less than 1, it loses HPs as normal.

Mourning Buffalo

Beast / Cult of Mourning — No.220

Adjacent enemy creatures with *Invisibility* can be attacked as if they did not have that ability.

Each time Mourning Buffalo declares an attack action, subtract 1 from the Attack of all non-adjacent enemy creatures.

While an allied Cult of Mourning creature is on the board, subtract 1 from Mourning Buffalo's Activation Cost to attack.

Torrid Nightmare

Demon / Church of Parmus — No.221

Torrid Nightmare's *Magic Attack* targets all enemies of the same race as the target.

If Torrid Nightmare attacks (but does not destroy) a creature, the target loses half of its HP (rounded down).

Each time an allied Church of Parmus creature is destroyed, all other allied creatures gain 1 HP.

Flame Lizard General

Lizard / Dhees Empire — No.222

Quickness.

Flame Lizard General's Attack is equal to 3 plus the number of other allied Fire creatures on the board.

Subtract 1 from the Summoning Cost of allied creatures summoned to Fire fields within 2 fields to the front, back, left or right. The minimum Summoning Cost is 1.

Partmole Scout Balloon

Lizard / Dhees Empire — No.223

While Partmole Scout Balloon is on a non-Fire field, if an enemy creature is summoned within the Attack Zone of any allied Lizard creature, they intercept the summoned enemy creature *half the time*.

While your creatures outnumber enemy creatures on the board, all other allied creatures gain *Quickness*.

Logan Zurtur

Betrayer / Unknown — No.224

While Logan Zurtur is adjacent to 2 or more enemy creatures, he must use his secondary attack.

While Logan Zurtur is on a Fire field, he attacks the same target twice. The target creature's counterattack occurs after the second attack.

Logan Zurtur adds 1 to his Attack if the target is a Fire creature.

Raging Pyrathrax

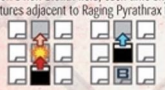
Dragon / None — No.225

Raging Pyrathrax can only be summoned if 2 or more Fire creatures are on the board.

Raging Pyrathrax's Attack is equal to 5 plus the number of other creatures on the board.

While Raging Pyrathrax is on a non-Biolith field, all other allied creatures gain +2 *Magic Protection*.

While Raging Pyrathrax is on a non-Biolith field, each time any creature uses an attack action, all enemy creatures adjacent to Raging Pyrathrax take 1 magic damage.



Carlo The Scorched

Noble / Dhees Empire — No. 226

While two or more enemy creatures are adjacent to Carlo, he must use his secondary magic attack which targets all adjacent enemies. If at least one target is a non-fire creature, Carlo's attack is equal to 2 plus the number of fire fields.

Subtract 2 from the attack of any enemy Biolith creatures on non-Biolith fields. All adjacent allied Fire creatures gain Fieldmorph.

Blue Lycanthrope

Anthromorph / Tritonan Queendom — No.227

When summoned, *half the time* Blue Lycanthrope adds 1 to her Attack, gains *Perfect Dodge* and must use her secondary attack.

No player can steal mana if Goddess Tritona is in your graveyard.

Cloudrunner Shipmate

Merfolk / Siam Pirates — No.228

Each time Cloudrunner Shipmate is rotated, draw a card.
While an allied Siam, Traitor of the Seas is on the board, subtract 1 from Cloudrunner Shipmate's Activation Cost to rotate.

Darkwater Syren

Undead / Church of Parmus — No.229

Creatures adjacent to Darkwater Syren cannot be targeted by spells.
If Darkwater Syren is destroyed, choose any creature on a Water field and move it to the field she was previously on without changing its orientation.

Indigo Mimic

Egg / None — No.230

When you successfully cast a spell, you may sacrifice Indigo Mimic and summon any non-Ultra Rare Water creature (other than another Indigo Mimic) from your hand in its place at no Summoning Cost. The new creature may be placed in any orientation, but cannot attack in the turn it was summoned. This does not end your turn.

Corsez Henchman

Merfolk / Corsez Family — No.231

Each time Corsez Henchman is rotated, look at the top card in your library.
Instead of taking an attack action with Corsez Henchman, you may draw a card.

Corsez Moving Castle

Base / Corsez Family — No.232

Fortress.
While Corsez Moving Castle is on a non-Water field, add 1 to the Summoning Cost of any adjacent enemy creatures.
All other allied creatures gain a *Dodge* attempt against attacks from enemy Biolith creatures on non-Biolith fields.
Destroy Corsez Moving Castle if it is on a Fire field.

Aluhja Prioress

Human / Church of Parmus — No.233

Magic Attack.
When an enemy creature uses a rotate action while Aluhja Prioress is on a non-Biolith field, you may discard 1 creature card from your hand to cancel the action. Your opponent's Activation Cost is not returned.

Sea Serpent

Dragon / Tritonan Queendom — No.234

Sea Serpent's Attack is equal to 1 plus the number of other Water creatures on the board.
While Sea Serpent is on a Water field, all adjacent allied creatures gain one *Dodge* attempt.
While an allied Arboreal Wyrm is on the board, all allied creatures other than itself gain Dragon *Invocation* with no Summoning Cost.

Siam's Sentinel

Merfolk / Siam Pirates — No.235

While Siam's Sentinel is on a non-Biolith field, all allied creatures with the same orientation as Siam's Sentinel gain *Perfect Dodge*.

Queen's Commissioner

Elemental / Tritonan Queendom — No.236

Magic Attack.
If your mana is less than your opponent's, Queen's Commissioner's attack does not damage the target but steals mana equal to the HPs it would have inflicted. If your opponent's mana was 0, the target loses HPs as normal.
Perfect Dodge.
Destroy Queen's Commissioner if it is on a non-Water field.

Don's Double

Merfolk / Corsez Family — No.237

While Don's Double is on a non-Water field, he must use his secondary attack.

While on a Water field, Don's Double's Attack is equal to 1 plus the number of cards in your hand.

While another allied Corsez Family creature is on the board, each time an allied creature *Dodges* an attack, steal mana from your opponent equal to the number of *Dodge* attempts the creature has.

Tritonan Sacred Court

Base / Tritonan Queendom — No.238

Tritonan Sacred Court's *Magic Attack* targets all enemies of the same element as the target.

If at least one creature is summoned in your opponent's turn while Tritonan Sacred Court is on a non-Water field, in their Resolution Phase you must both offer the top card of your libraries to the Eye for *Judgment*. If you win, steal 1 mana from your opponent.

While an enemy Biolith creature is on the board, all other allied non-Biolith creatures get +2 HPs.

Missionary Ship

Weapon / Church of Parmus — No.239

While an allied creature is adjacent to Missionary Ship, the affiliation of all non-Biolith creatures in your library, hand, and on the board is changed to Church of Parmus.

When an enemy creature uses an attack action while Missionary Ship is on a non-Biolith field, you may discard 2 creature cards from your hand to cancel the action. Your opponent's Activation Cost is not returned.

Each time you summon a creature to a non-Fire field, you may choose a non-Ultra Rare creature from the library with the same affiliation as the summoned creature, reveal it, add it to your hand, then shuffle your library.

Reverend Father Vlo

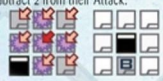
Warlord / Okunada Monastery — No.240

Reverend Father Vlo's *Magic Attack* targets all enemies on and adjacent to the target Water field.

When Reverend Father Vlo is summoned, you may take a Didi the Enlightened from your library, reveal it, add it to your hand, then shuffle your library.

Water *Invocation* (non-Ultra Rare cards only).

While your creatures outnumber enemy creatures, all adjacent allied creatures gain a *Dodge* attempt and subtract 2 from their Attack.



Capricious Hydromancer

Dragon / None — No.241

Capricious Hydromancer can only be summoned if 2 or more Water creatures are on the board.

Hydromancer's Attack is equal to 5 plus the number of cards in your hand.

While Hydromancer is on a non-Biolith field, adjacent allied creatures gain 2 *Dodge* attempts.

While Capricious Hydromancer is on a non-Biolith field, each time either player draws a card outside of their Draw phase, all enemy creatures adjacent to Hydromancer take 1 magic damage.

Clare Wil the Valiant

Noble / Tritonan Queendom — No. 242

While Clare Wil is adjacent to two or more allied creatures, she must use her secondary magic attack, which targets all enemy creatures on fields of the same element as the target field. When attacking a non-Water creature, Clare Wil's attack equals 2 plus the number of Water fields.

Add 1 to the summoning cost of enemy Biolith creatures on non-Biolith fields (including newly summoned creatures). All adjacent allied Water creatures gain Fieldmorph.

Skeleton Archer

Undead / Novogus Dynasty — No.243

While Skeleton Archer is on a non-Earth field, he gains *Resurrection*.

Verzar Defender

Human / Val na Vos — No.244

Verzar Defender gains +2 *Protection* if at least one other allied Verzar Defender is on the board.

Stone Wing Veteran

2 (1) | ♥ 2 | 1

Dwarf / Hammer Valley · SGE · No.245

While Stone Wing Veteran is on the board, each time your opponent sacrifices a creature to summon another, you gain mana equal to the number of unoccupied fields.

Stone Wing Veteran gains +1 *Protection* if at least one allied Giant Axe Dwarf is on the board.

Ochre Mimic

2 (1) | ♥ 2 | 0

Egg / None · SGE · No.246

When an allied Earth creature is destroyed and put in your graveyard, you may sacrifice Ochre Mimic and summon any non-Ultra Rare Earth creature (other than another Ochre Mimic) from your graveyard in its place at no Summoning Cost. The new creature may be placed in any orientation, but cannot attack in the turn it was summoned. This does not end your turn.

Dwarf Miner

3 (2) | ♥ 3 | 1

Dwarf / Hammer Valley · SGE · No.247

Each time a field adjacent to Dwarf Miner is *fieldquaked*, you gain 1 mana.

If Dwarf Miner attacks while adjacent to an allied Dwarf creature, the target's field is *fieldquaked* and the target creature cannot counterattack.

Forgotten Fortress

3 (2) | ♥ 4 | 0

Base / Val na Vos · SGE · No.248

While Forgotten Fortress is on a non-Earth field, if an allied Earth creature is summoned adjacent to Forgotten Fortress, or if Forgotten Fortress is summoned adjacent to an allied Earth creature, all Wood fields on the board are *fieldquaked*.

While Forgotten Fortress is on the board, any Biolith creature on a non-Biolith field gets -1HP.

Destroy Forgotten Fortress if it is on a Wood field.

Roving Penitentiary

3 (2) | ♥ 4 | 1

Base / Novogus Dynasty · SGE · No.249

Fortress.

If Roving Penitentiary is destroyed on a Fire, Water or Biolith field, you gain mana equal to the total *Protection* of all adjacent allied creatures.

While Novogus Gravekeeper is in your graveyard, enemy creatures cannot *Dodge*.

Destroy Roving Penitentiary if it is on a Wood field.

Bone Drake

4 (3) | ♥ 4 | 1+

Dragon / Novogus Dynasty · SGE · No.250

Bone Drake's Attack is equal to 1 plus the number of other Earth creatures on the board.

While Bone Drake is on an Earth field, adjacent allied creatures gain +1 *Protection*.

While an allied Sea Serpent is on the board, all allied creatures other than itself gain Dragon *Invocation* with no Summoning Cost.

Blackhood Anti-Mystic

4 (3) | ♥ 4 | 2+

Dwarf / Blackhoods · SGE · No.251

Blackhood Anti-Mystic adds 1 to his Attack if at least one target creature has a *Magic Attack*.

Each time an allied creature is summoned to a Biolith field, *fieldquake* that field.

While an allied Blackhood Caravan is on the board, all allied Dwarf creatures gain +2 *Magic Protection*.

Novogus War Mammoth

5 (3) | ♥ 5 | 2

Beast / Novogus Dynasty · SGE · No.252

While Novogus War Mammoth is on a non-Earth field it must use its secondary attack.

After Novogus War Mammoth attacks, all target creatures' fields are *fieldquaked*. Target creatures cannot counterattack.

Dark Ozeki Kihomaru

5 (3) | ♥ 5 | 1+

Titan / Val na Vos · SGE · No.253

Dark Ozeki Kihomaru's Attack is equal to 1 plus your opponent's current mana.

If Kihomaru attacks (but does not destroy) a creature, that creature is pushed back one field in the direction of the attack (provided the field is empty) and cannot counterattack.

Blackhood Caravan

Base / Blackhoods — ©SCE — No.254

While an allied Dwarf creature is on the board, enemies within 2 fields to the front, back, left and right of Blackhood Caravan cannot *Dodge*.

Each time a field is *fieldquaked*, any allies within 2 fields to the front, back, left and right of Blackhood Caravan gain +1 *Protection*.

Destroy Blackhood Caravan if it is on a Wood field.

Parmetic Vengeress

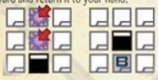
Human / Church of Parmus — ©SCE — No.255

Parmetic Vengeress' *Magic Attack* only targets enemies within her Attack Zones.

Parmetic Vengeress' Attack is equal to 2 plus the number of Church of Parmus creatures in your graveyard.

If your creatures outnumber enemy creatures, Parmetic Vengeress' attack does not damage the target but your opponent loses mana equal to the HPs it would have inflicted. If your opponent's mana was 0, the target loses HPs as normal.

Each time an enemy creature is destroyed, you may choose one non-Ultra Rare Church of Parmus creature from your graveyard and return it to your hand.



Captain Xerabis

Hero / Novogus Dynasty — ©SCE — No.256

Xerabis adds 1 to his Attack if any target creature is on an Earth field.

While your creatures outnumber enemies, all other allied creatures get +1 *Protection* and -1 Attack.

While another allied Dwarf creature is on the board, Xerabis gains *Decoy* for all adjacent enemies.

Callous Gaiakhan

Dragon / None — ©SCE — No.257

Callous Gaiakhan can only be summoned if 2 or more Earth creatures are on the board.

Callous Gaiakhan's Attack is equal to 5 plus the total mana of both players.

While Gaiakhan is on a non-Biolith field, all adjacent allies gain +2 *Protection*.

While Callous Gaiakhan is on a non-Biolith field, each time either player gains 1 mana outside of the Mana Charge phase, Gaiakhan deals 1 magic damage to all adjacent enemies.

King Sanavaan

Noble / Val na Vos — ©SCE — No. 258

While King Sanavaan is adjacent to two or more allied creatures, he must use his secondary magic attack, which targets all enemy creatures of the same race as the target. When attacking a non-Earth creature, King Sanavaan's attack is equal to 2 plus the number of Earth fields. While King Sanavaan is on the board, enemy Biolith creatures on non-Biolith fields get minus 2 HP. All adjacent allied Earth creatures gain Fieldmorph.

Goblin Fanfare

Goblin / Green Bandits — ©SCE — No.259

If there are no enemy creatures on the board, your opponent loses 2 mana when you summon Goblin Fanfare.

While Goblin Fanfare is on the board, subtract 1 from the Activation Cost to rotate allied Green Bandits creatures.

Slumbertrap

Plant / None — ©SCE — No.260

When you summon Slumbertrap, your opponent must show you their current hand.

If an allied Sleeptrap is on the board, all allied Plant creatures add 1 to their Attack in your Resolution Phase.

Elven Berserker Witch

Elf / Black Forest — ©SCE — No.261

Magic Attack.

While Elven Berserker Witch has exactly 1 HP, she gets +1 Attack and a *Dodge* attempt.

Jade Mimic

Egg / None — No.262

Instead of a rotate action, you may sacrifice Jade Mimic and summon any non-Ultra Rare Wood creature (other than another Jade Mimic) from your graveyard in its place at no Summoning Cost. The new creature may be placed in any orientation, but cannot attack in the turn it was summoned. This does not end your turn.

Bewitching Elf Huntress

Elf / Til Vorg Monarchy — No.263

If Bewitching Elf Huntress attacks (but does not destroy) a creature, that creature is moved to the field directly in front of her (provided the field is empty) and cannot counterattack.

While an allied Prince Lusirion is on the board, Bewitching Elf Huntress gets +1 HP.

Juno Spirit Fox

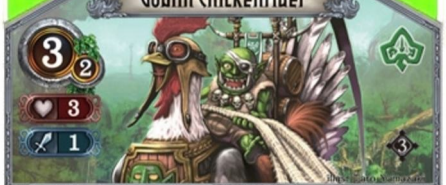
Beast / None — No.264

Each time an enemy creature adjacent to Juno Spirit Fox is destroyed, your opponent must place the top card of their library into their graveyard.

While Juno Spirit Fox is on the board, any Biolith creature on a non-Biolith field adds 2 to its Activation Cost.

While an Exalted Elven Deity is in your graveyard, the maximum number of cards in your opponent's hand is reduced by 1.

Goblin Chickenrider



Goblin / Green Bandits — No.265

Each time Goblin Chickenrider rotates, he gains *Invisibility* until the end of the following player's turn.

While an allied Preacher Noova is on the board, Goblin Chickenrider subtracts 1 from his Activation Cost to rotate.

Arboreal Wyrm

Dragon / Til Vorg Monarchy — No.266

Arboreal Wyrm's Attack is equal to 1 plus the number of other Wood creatures on the board.

While Arboreal Wyrm is on a Wood field, adjacent allied creatures get +1 HP.

While an allied Flame Wyvern is on the board, all allied creatures other than itself gain Dragon *Invocation* with no Summoning Cost.

Leapfrog Warchief

Anthromorph / Green Bandits — No.267

While Leapfrog Warchief is on the board, all other allied Green Bandits creatures subtract 1 from their Activation Cost.

Each time an enemy is summoned to a field adjacent to Leapfrog Warchief, your opponent must discard a card.

Elven Scout Mistress

Elf / Til Vorg Monarchy — No.268

Magic Attack.

If Elven Scout Mistress attacks from a Water or Wood field, any damage she inflicts will reduce the target's Summoning Cost instead of HPs (minimum 1). If the target's Summoning Cost was 1, it loses HPs as normal.

While Elven Scout Mistress is on a Fire or Earth field, non-adjacent enemies cannot move or rotate.

Berserker Princess

Elf / Black Forest — No.269

While Berserker Princess has exactly 1 HP, she gets +2 Attack and *Dodge*.

While Berserker Princess is on a non-Biolith field, all non-Elf creatures generate no exit mana.

Moggy Howdah

Beast / Green Bandits — No.270

Fortress.

While Moggy Howdah is on a non-Biolith field, all other allied creatures with the same orientation as Moggy Howdah gain *Invisibility*.

Destroy Moggy Howdah if it is on an Earth field.

Ronin Nagirashu

6 (4) | ♥ 5 | 3

Human / Nagirashu — SGE — No.271

If Ronin Nagirashu damages (but does not destroy) a creature, that creature is rotated 180° and cannot counterattack.

If Ronin Nagirashu is destroyed on a non-Wood field, count the number of Wood fields; your opponent must take that many cards from the top of their library and put them in their graveyard.

While an enemy Biolith creature is on a non-Biolith field, your opponent must discard 1 card in their Resolution Phase.

Mandragora Triplet

4 (2) | ♥ 4 | 2 | 3

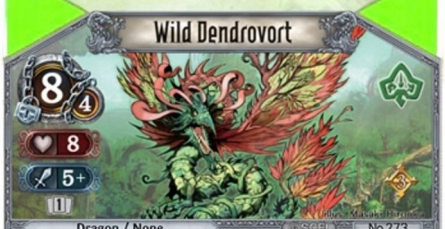
Betrayer / Church of Parmus — SGE — No.272

Mandragora Triplet's *Magic Attack* only targets enemies within her Attack Zones.

After Mandragora Triplet attacks, if there is another allied Mandragora Triplet on the board who has not yet attacked and has one of the original targets in her Attack Zones, she will attack without paying the Activation Cost.

While enemy creatures outnumber your creatures on the board, all other allied creatures get +1 Attack and +1 Activation Cost.

Wild Dendrovort



8 (4) | ♥ 8 | 5+ | 1

Dragon / None — SGE — No.273

Wild Dendrovort can only be summoned when 2 or more Wood creatures are on the board.

Wild Dendrovort's Attack is equal to 5 plus the number of Wood creatures in your graveyard.

While Wild Dendrovort is on a non-Biolith field, all adjacent allied creatures get +2 HP.

While Wild Dendrovort is on a non-Biolith field, each time any creature rotates, all enemy creatures adjacent to Wild Dendrovort take 1 magic damage.

Pope-Queen Cyrstin II

6 (4) | ♥ 5 | 2+ | 1

Noble / Unknown — SGE — No. 274

While Pope-Queen Cyrstin II is adjacent to two or more enemy creatures, she must use her secondary magic attack, which targets all enemy creatures of the same element as the target. When attacking a non-Wood creature, Pope-Queen Cyrstin II's attack is equal to 2 plus the number of Wood fields.

In your opponent's resolution phase, your opponent loses mana equal to the number of enemy Biolith creatures on non-Biolith fields.

All adjacent allied Wood creatures gain Fieldmorph.

(a) (b)

Architekt

3 (2) | ♥ 4 | 0 | 3

Mech / Biolith Castle — SGE — No.275

All other allied creatures of the same element as the field Architekt is on gain +2 *Protection*.

Any creature adjacent to Architekt cannot move or rotate.

Biolith Transmorph

3 (3) | ♥ 4 | 1 | 3

Mech / Biolith Castle — SGE — No.276

Instead of an attack action, you may sacrifice Biolith Transmorph and summon any non-Ultra Rare elemental creature (other than another Biolith Transmorph) from your library in its place at no Summoning Cost. The new creature may be placed in any orientation, but cannot attack in the turn it was summoned. This does not end your turn. Then shuffle your library.

Barrager

3 (1) | ♥ 3 | 1 | 3

Mech / Biolith Castle — SGE — No.277

While an enemy creature is on an adjacent field, Barrager attacks the same target twice. The target creature's counterattack occurs after the second attack.

Biolith Deathgarden

4 (2) | ♥ 5 | 0 | 3

Base / Biolith Castle — SGE — No.278

If your opponent does not summon a creature during their turn, you receive mana equal to the number of Biolith fields in their Resolution Phase.

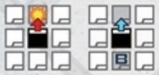
Adjacent allied Plant creatures get +1 Attack.

All allied Plant creatures gain 1 HP in each Resolution Phase.

Toxic Intruder

Mech / Biolith Castle — SCEI — No.279

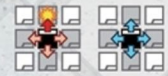
After Toxic Intruder attacks (but does not destroy) a creature, the target loses half of its HP (rounded down).



Biolith Sentry

Mech / Biolith Castle — SCEI — No.280

While on a Biolith field, Biolith Sentry's Attack is equal to 2 plus the number of cards in your hand.



Biolith Mage Guard

Mech / Biolith Castle — SCEI — No.281

Biolith Mage Guard's *Magic Attack* targets all enemies of the same race as the target.

When your opponent casts a spell, you may discard 1 spell card from your hand to cancel the action. Your opponent's Casting Cost is not returned.

Prototype Behemoth

Weapon / Biolith Castle — SCEI — No.282

Each time Prototype Behemoth rotates, all fields with the same element as the field it is on are *fieldquaked*.

Scion's Peace

Blitz / Biolith Castle — SCEI — No.283

Magic Attack.

Scion's Peace loses 1 HP during each Resolution Phase, unless this would cause it to fall below 1 HP.

Scion's Peace adds 1 to its Attack during each Resolution Phase.

While Scion's Peace is on a Biolith field, it gains *Perfect Dodge*.

Centipede Tank

Weapon / Biolith Castle — SCEI — No.284

While Centipede Tank is on a Biolith field, it must use its secondary *Magic Attack* which targets all creatures of the same race as the target.

While Centipede Tank is on a non-Biolith field, add 1 to the Summoning Cost of any enemy creature of the same element as the field Centipede Tank is on.

Kastor

Ancient / Biolith Castle — SCEI — No.285

Instead of a rotate action, you may take a Pollux from your library, reveal it, and put it into your hand. Then shuffle your library.

If Pollux is on the board, instead of taking an attack action, you may place Kastor on top of Pollux. This will create Dioskuri, a creature with the two cards' combined HP, Attack equal to 2 plus both players' combined mana, and a *Magic Attack* that targets all enemy creatures.

If you put Kastor on top of Pollux to create Dioskuri, the creature steals exit mana from enemies on Biolith fields.

Pollux

Ancient / Biolith Castle — SCEI — No.286

Magic Attack.

Instead of a rotate action, you may take a Kastor from your library, reveal it, and put it into your hand. Then shuffle your library.

If Kastor is on the board, instead of taking an attack action, you may place Pollux on top of Kastor. This will create Dioskuri, a creature with the two cards' combined HP, Attack equal to 2 plus both players' combined mana, and a *Magic Attack* that targets all enemy creatures.

If you put Pollux on top of Kastor to create Dioskuri, all other allied creatures on Biolith fields gain 1 HP in each Resolution Phase while Dioskuri is on the board.

Atomic Rudra

Dragon / Biolith Castle — SCEI — No.287

Atomic Rudra's Attack is equal to 3 plus the number of other creatures with the same element as the target creature.

While Rudra is on the board, any creature on a non-Biolith field loses HP equal to its combined *Protection*, *Magic Protection* and *Dodge* attempts.

Each time an allied creature is summoned to a field adjacent to Atomic Rudra, Rudra deals 1 magic damage to all enemy creatures with the same element as the summoned creature.

Romili Reloaded

Hero / None — ©SCEI — No.288

Romili's *Magic Attack* targets all enemies of the same element as the target.
Romili *Possesses* adjacent enemy creatures on Biolith fields.
Subtract 1 from the Activation Cost of any adjacent creature.
While an allied Lesser Granvenoa is on the board, fields adjacent to allied Lesser Granvenoa are also treated as Biolith fields.

Scion Triumphant

Noble / Biolith Castle — ©SCEI — No. 289

Scion Triumphant can only be summoned when two or more Biolith creatures are on the board. Magic attack on all enemies.
While Scion Triumphant is on a Biolith field, in your opponent's resolution phase, choose a non-Biolith creature on the board who's summoning cost is less than or equal to the number of Biolith fields and return it to its owners hand. Any empty field is also treated as a Biolith field.

The Eye of Juno

God / Unknown — ©SCEI — No.290

The Eye of Juno does not belong to any element.
Incarnation on any allied non-Biolith creature.
Each time a creature is summoned, Eye of Juno gains 1 HP.
In each Resolution Phase, any enemy creature with the same orientation as The Eye whose Summoning Cost is equal to or less than The Eye's HP is destroyed.
Each time any creature is destroyed, you may search your library for a Sacred creature, reveal it and put it in your hand. Then shuffle your library.

Venoan Hard Bargain

Ritual — ©SCEI — No.291

Both players reveal the top card of their libraries for *Judgment*. If you win, you gain mana equal to the number of enemy creatures on the board. If you lose, your opponent gains 1 mana. If it's a tie, nothing happens.
❖ Offer this card to the Eye.

Corsez Oath

Ritual — ©SCEI — No.292

Choose one allied affiliation. You gain mana equal to the number of allied creatures with the same affiliation as the target on the board.
❖ Place this card on top of the target creature.

Theraclave Tollgate

Ritual — ©SCEI — No.293

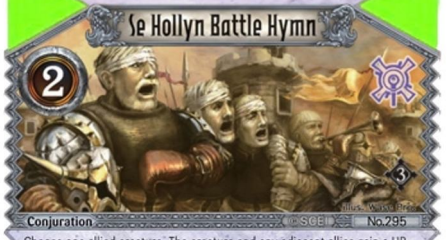
During this turn and your opponent's next turn, your opponent cannot gain mana outside of the mana phase. This can only be cast if there is at least one enemy creature on the board.
❖ Offer this card to the Eye.

Elven Subterfuge

Conjuration — ©SCEI — No.294

Your opponent must take the top card from their library and put it into their graveyard.
❖ Offer this card to the Eye.

Se Hollyn Battle Hymn



Conjuration — ©SCEI — No.295

Choose one allied creature. The creature and any adjacent allies gain 2 HP.
❖ Place this card on top of the target creature.

Parmetic Castigation

Conjuration — ©SGE — No.296

Discard a creature. Choose an enemy creature adjacent to an allied creature. That creature takes magic damage equal to your opponent's current mana.

❖ Place this card on top of the target creature, then offer the discarded creature to the Eye.

Mesmer's Lecture

Conjuration — ©SGE — No.297

Draw a number of cards equal to the difference between the number of allied creatures and enemy creatures on the board.

❖ Offer this card to the Eye.

Drunken Demolition

Conjuration — ©SGE — No.298

Fieldquake any one field and the adjacent field in front of it.

❖ Place this card on the target field, pointing in the direction of the chosen adjacent field.

Mourning Reanimation

Conjuration — ©SGE — No.299

Sacrifice an allied creature. Search your graveyard for a non-Ultra Rare creature of the same element as the sacrificed creature and summon it to the same field (facing any direction) without paying the Summoning Cost. You cannot summon the same creature as one that was summoned in this turn or with the same name as the sacrificed creature. The summoned creature cannot attack this turn. Playing this card ends your turn.

❖ Place this card on top of the target creature.

Aluhja Seduction

Conjuration — ©SGE — No.300

Rotate the target creature and all other creatures of the same element owned by the same player so that they have the same orientation.

❖ Place this card on top of the target creature in the direction you wish it to face.

Yaksha Stimulants

Conjuration — ©SGE — No.301

Switch the HP and Attack of the target creature.

❖ Place this card on top of the target creature.

Yaksha Disguise

Conjuration — ©SGE — No.302

Discard a non-Ultra Rare creature from your hand. Choose a non-Ultra Rare allied creature on the board. This creature's race changes to that of the discarded creature.

❖ Place this card on top of the target creature, then offer the discarded creature to the Eye.

Dhees Migration

Dominion — ©SGE — No.303

The target allied creature's element is changed to Fire. This spell has no effect on creatures that do not belong to any element.

❖ Place this card on top of the target creature.

Building The Granvil

Dominion — ©SGE — No.304

The target allied creature's element is changed to Water. This spell has no effect on creatures that do not belong to any element.

❖ Place this card on top of the target creature.

Val's Secret Message

Dominion — No.305

The target allied creature's element is changed to Earth. This spell has no effect on creatures that do not belong to any element.

❖ Place this card on top of the target creature.

The New Capital

Dominion — No.306

The target allied creature's element is changed to Wood. This spell has no effect on creatures that do not belong to any element.

❖ Place this card on top of the target creature.

Biolith Infestation

Dominion — No.307

Choose an allied creature on the board. While it is on a non-Biolith field, no enemy creature can receive a field bonus.

❖ Place this card on top of the target creature.

First Fall of Scion

Sorcery — No.308

Discard your entire hand. Your opponent must reveal their hand and discard as many creatures (of their choice) as you did. Playing this card ends your turn.

❖ Offer this card to the Eye. Then offer each discarded card.

Vizak's Proclamation

Sorcery — No.309

Choose a creature on the board. While it is on the board, it will deal 1 magic damage to all adjacent enemies each time you summon a creature. Playing this card ends your turn.

❖ Place this card on top of the target creature.

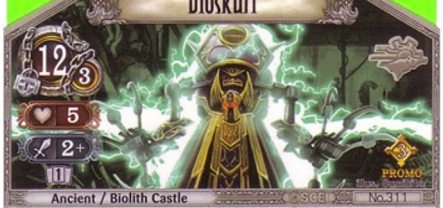
Juno's Admonition

Sorcery — No.310

Choose a creature on the board. While it is on the board, any fields whose reverse side is the same element as the creature are *fieldquaked* in either player's Resolution Phase. This spell has no effect on creatures with no element. Playing this card ends your turn.

❖ Place this card on top of the target creature.

Dioskuri



Ancient / Biolith Castle — No.311

This creature can only be summoned by *Incornation* on either allied Pollux or allied Kastor.

Dioskuri's *Magic Attack* targets all enemy creatures. Dioskuri's Attack is equal to 2 plus both players' combined mana.

If you put Dioskuri on top of Pollux to create Dioskuri, the creature steals exit mana from enemies on Biolith fields.

If you put Dioskuri on top of Kastor to create Dioskuri, all other allied creatures on Biolith fields gain 1 HP in each Resolution Phase while Dioskuri is on the board.